

Stephanie Kinzinger

Department of English and Comparative Literature
The University of North Carolina at Chapel Hill
Chapel Hill, NC, 27599-3520
Email: stephjk@live.unc.edu

EDUCATION

- 2024 Ph.D., Department of English and Comparative Literature, The University of North Carolina at Chapel Hill, *expected May 2024*.
Dissertation: “Playing Reality: The Promise and Peril of Compositional Realities”
Dissertation Committee: Matthew Taylor (director), Priscilla Wald (Duke University), Eliza Richards, Tyler Curtain, Jane Thraillkill
- 2016 M.A., English Literature, May 2016
University of Virginia, Charlottesville, VA
- 2013 B.A., English Literature, May 2013
University of California Berkeley, Berkeley, CA

PUBLICATIONS

“Embodied Cognition in Edgar Allan Poe: *Eureka*’s Cosmology, Dupin’s Intuition.” *Nineteenth-Century Literature*. 1 December 2022; 77 (2-3): 124–144.

AWARDS, FELLOWSHIPS, AND PRIZES

- 2023 John R. Bittner Award for Outstanding Work on a Dissertation in Literature, Popular Media, and Journalism, Department of English and Comparative Literature, UNC Chapel Hill
- 2023 Digital Dissertation Fellowship, Digital Innovation Lab, UNC Chapel Hill
- 2023 Excellence in Critical Game Studies Award, Digital Literacy and Communications (DLC) Lab, UNC Chapel Hill
- 2023 Thompson-Lumiansky Departmental Dissertation Fellowship, UNC Chapel Hill
- 2022 Humanities Initiative Grant from the National Endowment for the Humanities,
Co-author for and recipient for funding to develop Critical Game Studies minor in the Department of English and Comparative Literature at UNC Chapel Hill
- 2022 Professional Development Award, University of North Carolina at Chapel Hill
- 2021 CFE/Lenovo Instructional Innovation Supplemental Tier Two Grant

PRESENTATIONS

Invited Talks

- 2023 “H.P. Lovecraft’s Limits: Narrative, Mythos, and Play,” February 17, University of Utah
- 2023 “Radical Video Game Design: Experiments in Recodifying Lovecraft’s Mythos into Anti-Racist Worldbuilding,” Critical Games Symposium, February 24, hosted by UNC and Duke University.

Conference Papers Presented

- 2023 *Video Game Demo: Transgress*, Society for Literature, Science, and the Arts, Arizona State University, Tempe, AZ (October 23-26)
- 2021 “Playing with "Control": Spatial Epistemology in Interactive Gameplay,” Society for Literature, Science, and the Arts, online hosted by University of Michigan, Ann Arbor, MI
- 2019 “Thoreau’s Nineteenth-century Journal as Science-Fiction Narrative: Preceding Contemporary Theories in New Materialism,” Society for Literature, Science, and the Arts, University of California Irvine, Irvine, CA
- 2017 “Otherworldly Observations: H.P. Lovecraft's States of (Un)Nature,” panel on “American Literature & Theory,” Popular Culture/American Culture Association, San Diego, CA
- 2017 “Otherworldly Observations: H.P. Lovecraft's States of (Un)Nature,” panel on “The Ecogothic Comes Alive II: Terror in Environmental Literature,” Northeast Modern Language Association Conference, Baltimore, Maryland
- 2016 “Sensational Humbuggery: P.T. Barnum and Edgar Allan Poe’s Manipulation of Fact and Fiction,” Northeast Modern Language Association Conference, Hartford, Connecticut

DIGITAL HUMANITIES

- 2022- Present *Transgress*, Game Design in Unity [in progress]
- 2022- Present Game Studies Initiative Project Manager, Digital Literacy and Communications Lab at UNC Chapel Hill
- 2020- 2022 Gaming Initiative Coordinator, Digital Literacy and Communications Lab at UNC Chapel Hill
- 2020- 2021 Website co-editor for Gaming Initiative in the Digital Literacy and Communications Lab at UNC Chapel Hill
- 2016 Website Editor and Administrator for Dr. Herbert Tucker’s *For Better, For Verse* (UVA)

TEACHING

Graduate Instructor of Record, The University of North Carolina at Chapel Hill

- 2022-Spring Introduction to Composition and Rhetoric: Digital Humanities (ENGL 105i)
Developed Digital Humanities version of “Gaming through the Disciplines”

- course using Greenlaw Gameroom
- 2021-Fall Introduction to Composition and Rhetoric (ENGL 105)
Developed “Gaming through the Disciplines” course using Greenlaw Gameroom
- 2021-Spring Introduction to Mystery Fiction (ENGL 147)
Focus on multimedia forms of mystery – Film and Video Games included
- 2020-Spring Introduction to Composition and Rhetoric (ENGL 105)
Focus on asynchronous pedagogy
- 2019-Fall Major American Authors (ENGL 128)
Focus on American authors from 18th century to present
- 2019-Spring Introduction to Composition and Rhetoric (ENGL 105)
Focus on critical thinking in online media
- 2018-Spring Introduction to Composition and Rhetoric (ENGL 105)
Focus on aural narratives using Adobe Audition - Film Review Podcasts
- 2017-Fall Introduction to Composition and Rhetoric (ENGL 105)
Focus on visual narratives using Adobe InDesign - Policy Briefs
- 2017- Spring Introduction to Composition and Rhetoric (ENGL 105)
Focus on composing and analyzing ethnography genre during Social Science unit
- 2016-Fall Introduction to Composition and Rhetoric (ENGL 105)
Focus on writing in disciplines: Science, Social Science, and Humanities

Graduate Teaching Assistant, The University of North Carolina at Chapel Hill

- 2023-Fall Video Game and Narrative Cinema (ENGL 257), Steven Goztlar
- 2022-Fall Introduction to Critical Game Studies (ENGL 113), Courtney Rivard, co-developed as part of NEH Grant to create Critical Game Studies Minor
- 2020-Fall Medicine, Literature, and Culture (ENGL 268, Honors), Jane Thrailkill
- 2018-Spring Medicine, Literature, and Culture (ENGL 268, Honors and non-Honors), Matthew Taylor

Guest Lectures, The University of North Carolina at Chapel Hill & Babson College

- 2023-Fall Digital Native America (AMST 341), Daniel M. Cobb
Introduction to Critical Game Studies: How to Critically Play Video Games
- 2023-Spring Foundations of Critical Inquiry, Samantha Wallace, (Babson College)
Ontological Play: Science Fiction, Video Games, and the Self in Context
- 2022-Fall Introduction to Critical Game Studies (ENGL 113), Courtney Rivard, co-developed as part of NEH Grant to create Critical Game Studies Minor
Space and Time in Video Games
- 2020-Fall Medicine, Literature, and Culture (ENGL 268), Jane Thrailkill
The Outbreak Narrative
- 2018-Fall Medicine, Literature, and Culture (ENGL 268), Matthew Taylor
Psychoanalysis: Hitchcock's Spellbound and Popular Medicine

Graduate Research Consultant, The University of North Carolina at Chapel Hill

- 2023-Fall Digital Native America (AMST 341), Daniel M. Cobb
2021-Spring Research, Creativity, and Innovation in the Humanities
(ROML 295/CMPL 395/GSLL 295), Jennifer Mackenzie
2020-Fall Perspectives on Gender, Race, and Marginality in Ancient Greek Philosophy,
Science, and Medicine (PHIL 211), Mariska Leunissen

PROFESSIONAL SERVICE

Departmental Development

- 2023 “Science Fiction & Games in the Classroom,” as part of NEH-funded Plug and Play series, March 3, hosted by Critical Game Studies Initiative at University of North Carolina at Chapel Hill, Chapel Hill, NC
2022 Co-facilitator and Presenter, “Teaching with Games,” March 4, hosted by Gaming Initiative at University of North Carolina at Chapel Hill, Chapel Hill, NC
2021 Collaborated with Colleague to teach video game for class unit on apocalypse
2021 Co-facilitator and Presenter, “Media Streaming Workshop,” February 17, hosted by Gaming Initiative at University of North Carolina at Chapel Hill, Chapel Hill, North Carolina
2020 Co-facilitator and Presenter, “Remote Learning: Gaming Workshop,” October 28, hosted by Gaming Initiative at University of North Carolina at Chapel Hill, Chapel Hill, North Carolina

Administrative Positions

- 2017- Co-organizer and Co-founder, 19th Century Literature UNC-Kings College of London
2018 Exchange, University of North Carolina at Chapel Hill, Chapel Hill, NC

2017 Event Co-organizer of Jane Austen Summer Program,
University of North Carolina at Chapel Hill, Chapel Hill, North Carolina

LANGUAGES

- German for Reading
Old English for Reading

TECHNICAL SKILLS

- Game design (Twine, Unity Engine)
Audio recording and editing software (Adobe Audition)
Content Management Systems (HTML, Oxygen XL Editor)
Installation, modification, and use of web-publishing platforms (Wordpress)
Image and video editing software (Adobe Premiere Pro, Adobe Photoshop, Adobe Illustrator, iMovie)
Layout design and desktop publishing (Adobe InDesign)